SPEED FREAKS

School's out, Racing's in! We just wanna race and nuthin's gonna stop us!! We've got our own custom-built karts, loads of wild 'n' dangerous tracks and a shed-load of power-ups to help us cheat our way to the finish-line.
SO GET OUT OF OUR WAY!!!

❑ 6 wacky racers plus hidden bonus characters
❑ 12 thrilling tracks & a customisable league system
❑ Tonnes of power-ups and projectiles – cheat your way to the front!
❑ Unrivalled multi-player modes for 2 to 4 players at once
❑ The smoothest, fastest-playing racing game around – playing is believing!

DUAL SHOCK ™

www.playstation-europe.com/speedfreaks
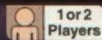
1 or 2 Players	Memory Card 1~2 blocks	Multi Tap Compatible 1~4 Players	Analog Control Compatible	Vibration Function Compatible

This software is only compatible with hardware displaying "⅊" and **PAL**

7 11719 79212 3

SPEED FREAKS

SCES-01763

PlayStation

PAL

COMPACT disc

FUNCOM

SONY COMPUTER ENTERTAINMENT

Developed by Funcom Dublin. Published by Sony Computer Entertainment Europe.

english

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Before you turn on your PlayStation®, insert the SPEED FREAKS™ disc and close the disc cover, then turn the PlayStation® on at the POWER button.

WARNING!: *Make sure there are enough free blocks on your Memory Card before commencing play. Do not insert or remove either your Controllers or Memory Cards once the power is turned on. Note that Memory Cards are only supported in Memory Card slot 1.*
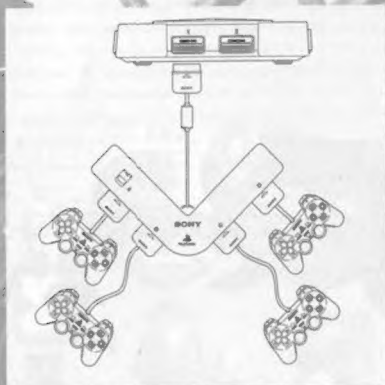
SETTING UP A MULTI-PLAYER GAME

Up to four players can play SPEED FREAKS™ at the same time. A Controller is needed for each player. For three or more players, a Multi Tap is required. Insert the Multi Tap into Controller port 1. When setting up the Multi Tap, make sure player 1's Controller is inserted into Controller port 1-A with the Controllers for the remaining players inserted in order (player 2's Controller in Controller port 1-B, Player 3's in Controller port 1-C etc). Once a Multi Tap is inserted, we recommend that you do not use Controller port 2 for the duration of the game.

GETTING STARTED

After the introduction movies, you'll reach the Title Screen. Press the START button here to open the Main Menu. Here you will find the following game modes (see the individual sections elsewhere in this manual for more information):

TOURNAMENT:	This is a one-player game where you race against computer-controlled characters. Work your way through the Tournament to be crowned SPEED FREAKS champion.
SINGLE RACE:	Choose from the first 4 tracks in EASY mode. You'll be able to select harder tracks once they've been unlocked in TOURNAMENT mode.
TIME ATTACK:	Race against the clock.
VS.:	Race against another player. You must have a Controller inserted into Controller port 2 to play VS. games.
MULTIPLAYER:	Race against two, three or four other players. You must have a Multi Tap and at least 3 Controllers to play multi-player games.
OPTIONS:	Customise your game here.
BONUS:	As you win leagues and progress through the game you'll receive bonuses. To find out what you've won, look here.

If you are using an Analog Controller (DUAL SHOCK™), you can make selections from the menus by using either the directional buttons or the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red).

QUICK START

Choose a game mode, and (if required) bypass the SETUP menu by pressing the ⊗ button, then pick a character by moving around the room by pressing ← or → on the directional buttons or left stick on your Analog Controller (DUAL SHOCK). Press the ⊗ button to select your character and press the ● button again to confirm your selection. Now choose a difficulty (EASY, MEDIUM or HARD) and a track. At the very start, only the first track of EASY is available – achieve a place in the top three in each race to advance through to the next tracks. Now get ready to race like a maniac!!

For more information, see the 'How To Play' section elsewhere in this manual.
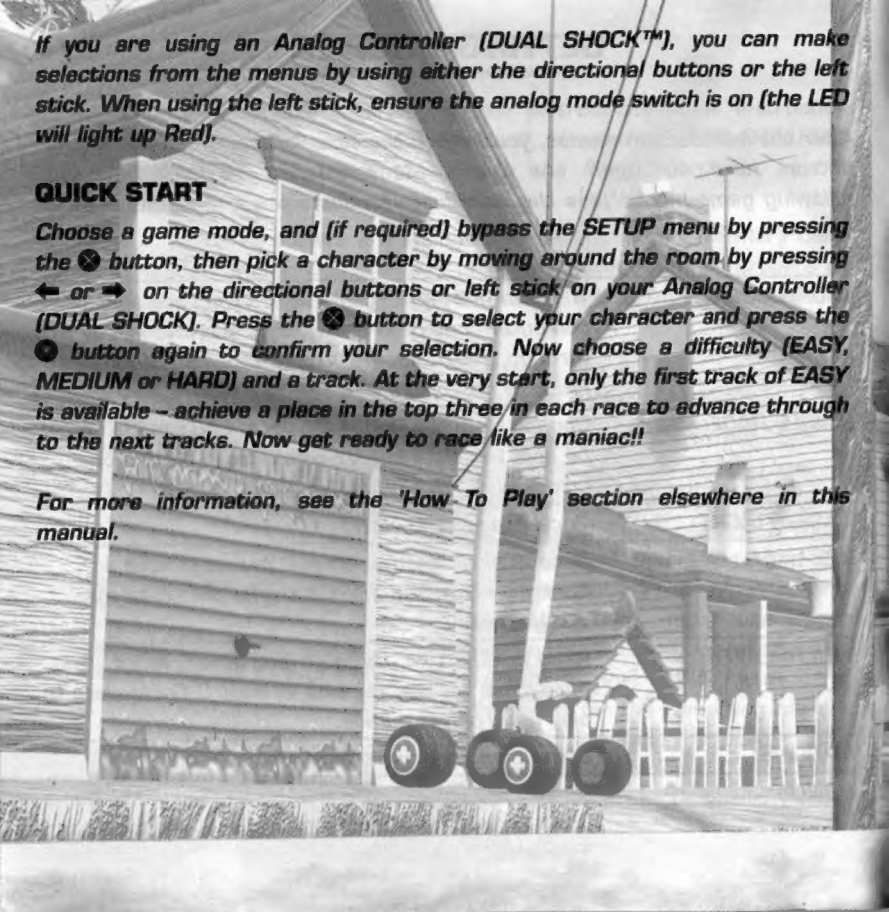
MONTGOMERY 'MONTY' CARLO

What Monty doesn't know about racing isn't worth knowing; he knows all the jargon and he's got top-of-the-range racing leathers and a super-cool crash helmet. He's determined to be in pole position all the way, and he is the most dedicated of all the Speed Freaks.

The only thing that can break his concentration is his pet dog, Cosworth. Cosworth loves nothing better than a long drive on a Sunday afternoon, the wind flapping his ears and waggling his floppy tongue. The only thing is, the dog insists on doing the driving!

STATS
Weight: Medium
Top Speed: Average
Acceleration: Average
Collision recovery: Good

TABATHA

The youngest of the characters, Tabatha wanted to join the SPEED FREAKS so much she sulked and held her breath until her face went red. She's a spoilt little madam who thinks that often the best way to get your own way is to throw a tantrum bigger and louder than ever before. One day, her head will explode with the pressure.

STATS
Weight: Light
Top Speed: Low
Acceleration: High
Collision recovery: Excellent

BUSTER & WEDGIE

Buster looks like a complete thug. He's been held back in school so many times he's older than some of the teachers and he takes his role of School Bully very seriously. Everyone thinks he joined the Speed Freaks so he could nudge all the others off the tracks, but really it's because he loves the ticklish feeling he gets in his stomach every time he soars over a jump point on the track. Despite the fact he's hated by the other kids, Buster's mother thinks he's her 'Little Angel'.

A natural coward, Wedgie loves to help Buster pick on the other kids. He refuses to leave Buster's side, not because it makes him look tough but because, like all bullies, he knows that everyone would beat him up if he were on his own - even little Tabatha!

STATS
Weight: V. Heavy
Top Speed: High
Acceleration: Low
Collision recovery: Poor

TEMPEST

Tempest is a manic, over-excitable problem child - a pyromaniac, kleptomaniac, and natural rebel. He's the one that encourages all the others to bunk off school to go racing. The naughtiest thing Tempest has done recently is stealing the Kart of a rival driver, Tetsuo, a Japanese kid who's on exchange at Tempest's school. For a man of honour like Tetsuo, this is by far the worst thing he could ever imagine - but then he doesn't know Tempest!!
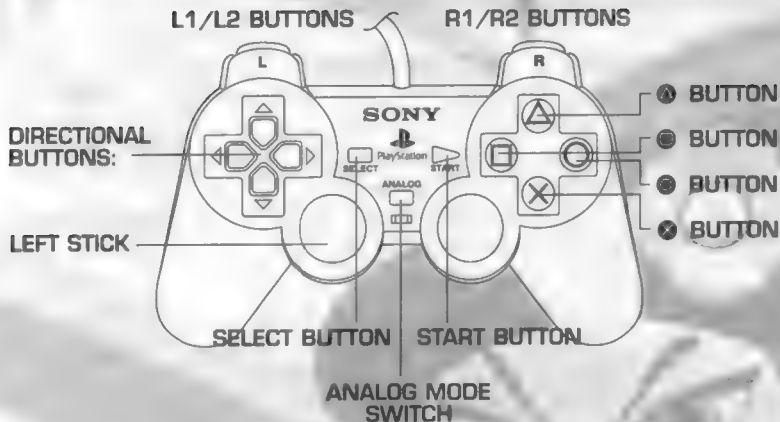
STATS
Weight: Heavy
Top Speed: High
Acceleration: Low
Collision recovery: Poor

CONTROLS

L1/L2 BUTTONS   R1/R2 BUTTONS

DIRECTIONAL
BUTTONS:

LEFT STICK

SELECT BUTTON   START BUTTON

ANALOG MODE
SWITCH

Ⓐ BUTTON
Ⓑ BUTTON
Ⓒ BUTTON
Ⓧ BUTTON

Below are the default controls. You can choose from 4 pre-set control configurations in the CONTROLLER menu in OPTIONS (See the 'Options' section elsewhere in this manual).

Steering:	*Directional buttons*
Accelerate:	*Hold down the Ⓧ button.*
Brake:	*Ⓒ button.*
Powerskid:	*L1 / R1 button.*
Fire Weapon:	*Press L2 button. With certain weapons, you can fire backwards by pressing ↓ + L2 button. See the 'Pick-ups and Power-ups' Section for more information.*

Use Speed Boost:	*Press or hold R2 button (you must have your Speed Bar at least partly filled).*
Change camera:	⬤ *button - toggle between three camera views.*
Pause game:	*Press START button. When you pause the game you will open up the Pause menu (see later on in this manual for more information).*

If you are using an Analog Controller (DUAL SHOCK), SPEED FREAKS™ can be played using either the directional buttons or the left stick. Please note that the directional buttons cannot be used when the analog mode switch is on.

When using an Analog Controller (DUAL SHOCK), make sure you have switched on the analog mode switch (the LED in the centre of your Analog Controller (DUAL SHOCK) will light up Red). The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the CONTROLLER menu in OPTIONS or via the Pause Menu (see the relevant sections later on in this manual for more information).

HOW TO USE THE POWERSKID

The Powerskid is not an essential technique, but it's a very useful way of taking corners without losing too much speed. To perform a powerskid, press ⬅ or ➡ and then press the Powerskid button (the default control for this is the L1 or R1 button). To take really long corners keep the Powerskid button held down.

While in a Powerskid (i.e. while holding down the Powerskid button) you can then make your turning less sharp by counter-steering against the direction of the corner or you can have a medium turning arc by not pressing any direction, simply letting the Powerskid take you around the corner. Then break out of the Powerskid by simply letting go of the Powerskid button.

Practice using the Powerskid technique on each track in SINGLE RACE or TIME ATTACK mode and lean how to use it to your advantage.

HOW TO PLAY – TOURNAMENT

Your entry into each game Mode differs depending on your selection. However, once you have selected and set up your game mode, your entry into each game mode is similar to that for TOURNAMENT mode.:

CHOOSE YOUR CHARACTER

Once you've picked a race mode, you'll go to the SPEED FREAKS' den, where all the kids hang out and prepare for their next race. Move around the room by pressing ← *or* → *on the directional buttons or left stick, then press the* ✖ *button to select a character. If you wish to race as that character, press the* ✖ *button again, or else press the* ▲ *button to cancel the selection.*

After you've picked your character, you'll go to the arcade machine in the Speed Freaks' den, where you can choose your difficulty level and race-track.

SELECT YOUR LEAGUE AND RACE TRACK

The Arcade Machine allows you to select the league of difficulty for your race. Choose from EASY, MEDIUM or HARD. Race your way through the four available. If you are placed in the top three in the EASY league races you will move on to the first of the MEDIUM league tracks. From here, each time you gain a top three placing you will gain access to another MEDIUM track. After you've worked your way through the MEDIUM league you will face the final four HARD league tracks.

Success in the Tournament will also give you access to the new tracks in SINGLE RACE, TIME ATTACK and VS. modes.

NOTE: If you select RESTART TRACK from the Pause menu in TOURNAMENT mode you have up to three chances to qualify. If you fail to qualify after these three attempts then you will be disqualified.

CUSTOM

In TOURNAMENT mode, you can also customise your Leagues. Select the CUSTOM option and, from the available tracks list, select as many or as few tracks as you wish.

All the tracks available will be shown; use your directional buttons or left stick to highlight each track that you want then press the ✖ button to enter each track into your selection. Once you've finished, selecting SAVE will store your new league onto a Memory Card while OKAY will proceed without saving - you'll have to use the SAVE option in OPTIONS to store your settings.

Add track: ✖ *button*
Clear all tracks: ● *button*
Delete previous track: ■ *button*

SINGLE RACE

The basic set-up is the same as for TOURNAMENT, except you race one track. Essentially, this is a practice mode where you can get used to each track as it becomes available. Tracks become available here as you unlock them in the TOURNAMENT mode.

TIME ATTACK

This is a 1-player game pitting you against the clock. Before you can select your character you must set up the race.

TIME ATTACK SETUP

Use the directional buttons or the left stick to press ↑ or ↓ to highlight different options. Press ← or → to toggle the options to your preferred setting.

MODE: Set the number of laps. Choose from 3 LAPS or FREERUN, where you can race for as long as you like.

PICKUPS: Switch on-track pick-ups on or off.

RECORDED LAP: This records your previous best track and places a transparent image of you racing to your best time. You can use this to race against so you can improve your techniques and get an even faster time. You can save the RECORDED LAP to Memory Card – you will need one Memory Card block per Recorded Lap save.

OK: Confirm your changes and advance to the SPEED FREAKS den to select your character.

After you've picked your character, enter your initials. Press ↑ or ↓ to change letters, and ← or → to advance to the next letter window, then press the ⊗ button to confirm your name. Now you'll go to the arcade machine in the Speed Freaks' den, where you can choose your difficulty level and race-track.

When you complete or quit out of the TIME ATTACK race you will be able to save your Time Record (records are saved onto your Memory Card as part of your main system save) and your Recorded Lap (which is saved onto a separate Memory Card block). If you wish to save your records and Recorded Lap, make sure you have at least two spare blocks on your Memory Card before you begin to play.

VS. (Two-Player games)

Challenge a friend in the split-screen VS. battle. As in TIME ATTACK you must set up your race before selecting your character.

VS. SETUP
Press ↑ or ↓ on the directional buttons or the left stick to highlight different options. Press ← or → to toggle the options to your preferred setting.

LAPS:	*Select the number of laps from 1-9.*
MODE:	*Choose from SINGLE RACE or TOURNAMENT*
PICKUPS:	*Switch on-track pick-ups ON or OFF.*
OK:	*Confirm your changes and advance to the SPEED FREAKS den to select your character.*

Next, each player selects their character and enters their initials. Press ↑ or ↓ to change letters, and ← or → to advance to the next letter window. Each player must then press the ⊗ button to confirm their selection before choosing the track. Player 1 must then select the difficulty and track for the next race. You can race all the tracks that are currently available to you in TOURNAMENT mode.

MULTI-PLAYER (3 or 4-Player games)

MULTI-PLAYER games run on a different track setting to the TOURNAMENT style. Designed purely for high-adrenaline thrills and built specifically for the chance to reach impossible speeds, the MULTI-PLAYER tracks are the perfect way to challenge the driving skills of your friends and family.

To play MULTI-PLAYER games, a Multi Tap is required (see the diagram under 'Setting Up' earlier in this manual). Insert the Multi Tap into Controller port 1. When setting up the Multi Tap, make sure player 1's Controller is inserted into Controller port 1-A with the Controllers for the remaining players inserted in order (player 2's Controller in Controller port 1-B, Player 3's in Controller port 1-C etc).

MUTIPLAYER SET-UP

Press ↑ or ↓ to highlight different options. Press ← or → to toggle the options to your preferred setting.

PLAYERS:	This indicates how many players are currently Set up to play.
LAPS:	Select the number of laps from 1-9.
MODE:	Choose from SINGLE RACE or TOURNAMENT
PICKUPS:	Switch on-track pick-ups ON or OFF.
OK:	Confirm your changes and advance to the SPEED FREAKS den to select your character.

Next, each player selects their character and enters their initials. Press ↑ or ↓ to change letters, and ← or → to advance to the next letter window. Each player must then press the ✕ button to confirm their selection before choosing the track. Player 1 must then select the difficulty and track for the next race.

OPTIONS

On this menu you'll find 5 sub-menus that allow you to customise your game. Use the directional buttons to highlight an option and the ✕ button to enter the sub-menu.

> CONTROLLER
> SOUND
> ADJUST SCREEN
> RECORDS
> MEMORY CARD

CONTROLLER

Use this option to set the configuration of your Controller. For multi-player games, each player can reconfigure their Controller in turn. Press the ✕ button at the CONTROLLER SETUP" screen and each player then takes turns to configure their Controller.

NOTE: Should you wish to enjoy the benefit of analog control, make sure the Analog Mode Switch is ON (the LED will light up Red).

CONFIGURATION: Choose from 4 preset configurations.

VIBRATION: Toggle the vibration function ON or OFF. This option can only be accessed if the analog mode switch on your Analog Controller (DUAL SHOCK) is on (the LED will light up Red).

SOUND

Press ↑ or ↓ to highlight MUSIC or SFX (Sound Effects). Press ← or → to raise or lower the volume of each option.

ADJUST SCREEN

Move the screen with the directional buttons or left stick, then confirm the setting by pressing the ⊗ button. Use the ▲ button to exit without saving changes.

RECORDS

Use the ← or → directional buttons to view the records for each track, then press the ⊗ button to return to the OPTIONS menu. Press the ▲ button to return to the OPTIONS menu without viewing records.

MEMORY CARD

Enter this menu to save or load previous game settings and records:
- To save your game settings, highlight SAVE SETTINGS and press the ⊗ button. Please note that this will overwrite any existing SPEED FREAKS setting saves on your Memory Card – select YES to continue with the save or NO to cancel and return to the MEMORY CARD menu.
- To load data from a previous game, highlight LOAD SETTINGS and press the ⊗ button.
- Select "USE DEFAULT SETTINGS" to reset your options to their original settings.
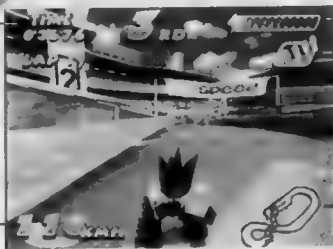
WARNING: Make sure you have at least one free block on your Memory Card before commencing play. Do not insert or remove Memory Cards once the power is turned on. Make sure your Memory Card is inserted into Memory Card slot 1.

GAME SCREEN

The lay-out of the Game-screen may differ slightly depending on which game mode you are using. However, the basic lay-out is as follows:

Lap-Time
Speed Bar
Current item held
Current Speed
Track Map

PAUSE MENU

Press the START button during a race to open the Pause Menu, where, depending on the mode you are in, you'll find a selection of the following options:

CONTINUE
RESTART TRACK
RESTART LEAGUE
VIBRATION ON/OFF
EXIT

NOTE: If you select RESTART TRACK in TOURNAMENT mode you have up to three chances to qualify. If you fail to qualify after these three attempts then you will be disqualified.

PICK-UPS & POWER-UPS

During races, you can pick up weapons to help you defeat your rivals on the racetrack. To do this, simply drive into pick-up icons (shown here), which are dotted around the track. When your drive into an icon you'll receive a weapon at random from the list below.

The icon for the pick-up is displayed at the top right of the game screen. If you already have one pick-up and drive into another, the contents of the second pick-up will also be displayed for a short time. If you use your current pick-up straight away, you'll keep hold of the second pick-up. If you don't use your current pick-up, the second one will simply disappear. If you collect a pick-up of the same type as the one currently held then the second pick-up will be stored and a number will appear on your pick-up icon to tell you how many you currently hold.

By keeping track of the pick-ups you have and learning how to use them, you can make each SPEED FREAKS race a battle of strategy as well as good racing.

The available pick-ups are:

Basic Missile: *This fires a single missile, which travels in a straight line until it hits either a character or object, or simply dies out.*
* *Can also fire backwards (press ↓ + L2 button simultaneously).*
* *Will explode a BOMB if hit.*

Triple Basic Missile: *This fires a wide burst of 3 forward firing missiles. These can be particularly useful if there are several characters in front of you, as they have a wide hit area. Also if you hit a character or object with one of the Triple Missiles, the remaining two missiles will continue on.*
* *Can also fire backwards (press ↓ + L2 button simultaneously).*
* *Will explode a bomb if hit.*

Homing Missile: *This fires a heat-seeking missile. When fired, the homing missile will lock onto the nearest character and a target will appear on that character. This, however does not guarantee a hit, especially if your enemy is doing a lot of sharp cornering. The target will be green if the missile is far from the character, and will go to red as it gets closer and closer. When the target turns red and the upper and lower triangles on the target begin to join together, the player will have a short amount of time just before the missile is due to hit in which to do a powerskid and avoid the missile.*
* *If you fire a backward firing weapon, you just might be lucky and hit the in-coming homing missile.*

- *Also, if you drop a bomb just before the homing missile is due to hit, the homing missile may hit the bomb and explode.*
- *CANNOT fire backwards.*
- *Will explode a bomb if it collides with it, but will not seek towards the bomb.*

Bomb: *This will drop a bomb behind the player which will explode on contact from a character or certain weapons (single missile, triple missile, homing missile, other bombs). When a bomb is placed on the track it is surrounded by a red circle, which indicates the danger area around it – enter this and you'll detonate it!*

- *If you keep the FIRE WEAPON button held down briefly as you release a bomb, the bomb will turn red. This denotes the fact that your bomb has been primed. Detonate it whenever you want by pressing the FIRE button again.*

Remote Bomb: *When a player uses this it will drop a bomb in front of the player who is 1st in rank. It will explode one second after it is dropped or if another player drives over it.*
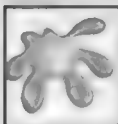
Slime: *This releases a single blob of slippery slime behind you. If you or a rival player drives over the slime you'll lose control slightly and lose speed. If this happens, it is helpful to use the speed boost to minimise speed loss.*
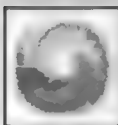
Shockwave: *This fires an impressive arc of electricity, which travels along the track path. Any driver caught in its path will be electrocuted and lose speed. They'll also lose their weapon and the contents of their speed boost bar. Although it is quite wide, it may be possible for a player to travel on the left or right*

of the track and avoid its effect.
* *When it is fired, the Shockwave is shown travelling along the track map.*

Max Speed Boost: *When activated, this fills up your Speed Boost bar to the max.*

Stealth Mode: *This causes the player to become invincible to any other weapons for a limited amount of time. If you bump into an enemy character while in this mode, you spin them out and also steal the contents of their speed boost bar.*

Tyre Pop: *When activated, this inflates the tyres of your opponents until they burst, slowing down the opponent considerably. If you are very quick, you can counter the wheel inflation by quickly pressing the accelerate button.*
* *Even if your tyres have begun inflating, you can use the stealth mode weapon to counter-act it.*

Machine Gun: *When activated, this fires a round of 8 bullets in a forward direction. Also, when you have this weapon, a crosshair will appear on an enemy player when they come into its line of fire. If you hit an enemy player with 4 of those 8, it will cause the enemy to spin out.*
* *Can also fire backwards (press ↓ + L2 button simultaneously).*

SPEED BOOST TOKENS

Also dotted around the tracks are Speed Boost Tokens. Each time you drive into one of these it will fill a cell on your Speed Boost Bar (see the Game Screen illustration earlier in this manual). Once a cell is filled, you can hold down the R2 button to get a speed boost; the fuller the Speed Boost bar is,

the more of a speed boost you'll achieve. Therefore it is advisable that you fill your bar as much as possible before using the speed boost. If you manage to completely fill the bar, you'll get an extra Max-Speed boost and your speed boost bar will flash to denote this.

TIPS

• If you hit the accelerator button between the second last and last beep at the start lights, you will receive a speed boost start. Depending on how accurate your timing was, you will get either a GREAT START, EXCELLENT START, or of you timed it exactly, a "PERFECT START!. A perfect start will fill your speed bar and give you a max speed boost.

• Try to keep some energy on you speed bar as you can use this to recover more quickly from crashes, being hit by weapons etc.

• The more full your speed bar is the more speed gain you will get when you use it. Try to fill the speed bar as much as possible before using it to get the max boost.

• Remember you can change direction in the air. This is particularly handy after long or sharp jumps.

• If you are stopped on the track, hold down accelerate and brake at the same time. When you let go of the brake, you will get a little speed boost to help you on your way.

• If you are stopped on the track, hold down accelerate and brake at the same time. Press ← or → to spin around. After you do 2 full circles, when you let go of the brake (but keep the accelerate button held down) you will get an even bigger boost to help you on your way.

• Nearly every track has shortcuts and hidden sections and loads of ways to cheat and shave valuable seconds off your best lap times. You should spend some time exploring the tracks to find all the secrets.

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